

1 1. A method for recognizing speech comprising:
2 providing a speech engine with a vocabulary of
3 command sets for at least two tasks; and
4 communicating the appropriate command set for
5 an active task to the speech engine.

1 2. The method of claim 1 wherein said speech
2 engine uses a phoneme based speech recognition.

1 3. The method of claim 1 including informing the
2 speech engine of the vocabulary used by an active task.

1 4. The method of claim 1 wherein the informing
2 step includes informing the speech engine of the vocabulary
3 used by an active window.

1 5. The method of claim 1 including running an
2 application, advising a server of the vocabulary of an
3 active task, and causing the server to communicate that
4 vocabulary to the speech engine.

1 6. The method of claim 4 includes providing the
2 speech engine with a vocabulary used with all tasks.

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1 7. An article comprising a computer readable
2 storage medium for storing instructions that cause a
3 computer to:
4 provide a speech engine with a vocabulary of
5 command sets for at least two tasks; and
6 communicate the appropriate command set for an
7 active task to the speech engine.

1 8. A method for recognizing speech comprising:
2 associating speech commands with identifiers;
3 associating the identifiers with actions to be
4 taken in response to each speech command;
5 determining the identifier for a spoken speech
6 command; and
7 providing the identifier to a software object.

1 9. The method of claim 8 including instantiating
2 an object in a container and communicating the identifier to
3 the object when a particular speech command is spoken.

1 10. The method of claim 8 including communicating
2 information about a first speech command to the container,
3 checking an active vocabulary list in the container to
4 determine if the first speech command is one used in an
5 active task, and if the first speech command is one used in
6 an active task, transferring the identifier for the speech
7 command to the object.

1 11. The method of claim 8 including using an
2 OnMnemonic method to communicate between the container and
3 the object.

1 12. An article comprising a machine readable
2 storage medium for storing instructions that cause a
3 computer to:
4 associate spoken commands with identifiers;
5 associate the identifiers with actions to be
6 taken in response to each command;
7 determine the identifier for a spoken command;
8 and
9 provide the identifier to a software object.

1 13. The article of claim 12 including communicating
2 information about a first command to the controller,
3 checking an active vocabulary list in the container to
4 determine if the first command is one used in an active
5 task, and if the first command is one used in an active
6 task, transferring the identifier for that command to the
7 object.

1 14. A method for responding to user inputs to a
2 computer comprising:
3 providing a software object that receives
4 spoken and non-spoken command information; and
5 firing an event when an object receives command
6 information.

1 15. An article comprising a machine readable
2 storage medium that stores instructions that cause a
3 computer to:
4 provide a software object that receives spoken
5 and non-spoken command information; and
6 fire an event when the object receives command
7 information.

1 16. A method of providing focus in a computer
2 display comprising:
3 recognizing spoken commands;
4 associating a spoken command with one of at
5 least two active tasks on a computer system; and
6 providing an input to one of the tasks and not
7 to the other task.

1 17. An article comprising a machine readable
2 storage medium for storing instructions that cause a
3 computer to:
4 recognize spoken commands;
5 associate a spoken command with one of at least
6 two active tasks on the computer system; and
7 provide an input to one of the tasks and not to
8 the other task.

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